

Nepean District Cricket Association Incorporated
Incorporated 13 December 1990
Competition Rules
(UPDATED SEP-2023)

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Preamble

All penalties set down in the rules are the maximum and the Management Committee may use its discretion when applying same.

To this end all decisions made by the Management Committee, a member of the Management Committee, or any persons empowered by the Nepean District Cricket Association can be appealed.

All the MCC Laws of Cricket have been adopted except for:

- All references to 5-Run Penalties excluding
 - Law 28.2 – Fielding the ball
 - Law 28.3 – Protective helmets belonging to the fielding side
- References to umpires directing captains to remove players from the field of play
 - Law 42.4 – Level 3 offences and action by umpires
 - Law 42.5 – Level 4 offences and action by umpires
- Where Nepean District Cricket Association Rules are applied to over-ride MCC Laws

Official umpires – appointed by Nepean District Cricket Umpires Association Inc. and/or team captains where official umpires are not in attendance, are to take into consideration and rule on the suitability of play continuing due to any weather conditions, including but not limited to excessive heat, rain and smoke from fires, with safety and welfare of players in mind.

1. TEAM AND PLAYER NOMINATIONS

- 1.1. the competition shall be open to all Member Clubs affiliated with the Nepean District Cricket Association Inc. (NDCA) and will be managed by the NDCA.
- 1.2. The Management Committee may rescind, refuse or reject membership of the NDCA by and Member Club, Team or Player for whatsoever reason it so determines.
- 1.3. The Secretary of each Member Club must submit a NDCA Team Registration Form no later than the Annual Delegates meeting with not less than eleven (11) players for a team. The form must be completed fully and be submitted with the proposed grade of the team(s). Each Member Club shall require all new and returning players to complete a registration form each season and satisfy themselves that each registered players' details have been recorded accurately. This also applies to any additional registrations throughout the season.¹
- 1.4. Should the Team Registration Form not be completed correctly, it may be returned to the Member Club for completion and resubmission.
- 1.5. In the event of a Member Club having two (2) teams in the same grade:
 - a) The teams shall be registered separately and player registration for each team shall conform to RULE 1.3.
 - b) If a registered player in a Member Club, who is not nominated in either of these teams, plays in either team they shall then be deemed to have additionally been registered with that team. From that point, the player concerned is unable to play for the alternate team in the grade without Management Committee approval. If they play for the alternate team without permission, then they may be subject to a penalty – RULE 23 – Fines and Penalties.
- 1.6. Additional Player registrations are to be lodged with the Competition Secretary – not only on the Play HQ System; in writing, on a fully completed Additional Player Registration Form, no later than 6:00PM on the Friday prior to the commencement of the competition round in which the player wishes to participate. The additional players are not permitted to participate in any match until the registration is processed and accepted by the Competition Secretary.
- 1.7. NDCA Member Club's Team Registration Fees for the cricket season fall due for payment at the first (1st) Delegates meeting held in September. Where fees are not paid with fourteen (14) days following this meeting then the Member Club may not be eligible to be included in the Competition for that season.
 - a) The Management Committee at its discretion may accept lodgement of Registration Fees at a later date, but no later than the start of the competition.
 - b) May be varied at the Management Committee's discretion.
- 1.8. Where debts to the NDCA are still outstanding after the third (3rd) Monday in April following the completion of the season's competition, then:
 - a) The offending team shall be penalised – RULE 23 – Fines and Penalties.
 - b) The Management Committee may also decline the nomination of any team(s) by the offending Member Club for any subsequent season.

¹ May be subject to change at the Management Committee's discretion.

- 1.9. If a player attempts to participate in a match under an assumed name, then the Member Club will be subject to a penalty – RULE 23 – Fines and Penalties. The NDCA reserves the right to request the Member Club to provide proof of identity from any player suspected of having played under an assumed name. Failure to provide this proof may result in the suspected player being suspended from further participation in the competition until proof is supplied and may be subject to further penalties – RULE 23 – Fines and Penalties.
- 1.10. If an unregistered player, and this includes a substitute fielder, attempts to participate in a match, then the Member Club will be subject to a penalty – RULE 23 – Fines and Penalties. The NDCA reserves the right to request the Member Club to provide proof of identity from any player suspected of having played under an assumed name. Failure to provide this proof may result in the suspected player being suspended from further participation in the competition until proof is supplied and may be subject to further penalties – RULE 23 – Fines and Penalties.

2. PLAYER QUALIFICATIONS

- 2.1. Registered players shall not represent more than one (1) Member Club during the season in competition, semi-final and final matches without the permission of the Management Committee.
- 2.2. A registered player cannot participate (bat/bowl or keep wickets) in more than one (1) match on any given day for matches governed by the Competition Rules of the NDCA. The player concerned will be treated as an ineligible player for that match. Should the offending team win, draw or tie the match, they will be awarded no points. They will also lose the match with the points being awarded to the opposition team being the maximum number of points gained by any team in that grade for that competition round.
- 2.3. A registered player who has participated in any international, interstate or competition match controlled by the NSW Cricket Association, NSW Districts Cricket Association, NSW Country Cricket Association, Sydney Cricket Association, or equivalent associations in another state or territory shall not be allowed to play in the NDCA competition until he has been graded and obtained a permit from the Management Committee.
- 2.4. All applications for permits must be submitted on official registration forms, showing the previous Clubs, Associations, and grades played and grading. The application must be accompanied by player batting and bowling statistics from their most recent season.
- 2.5. Permits may also be issued by the NDCA to restrict players' movement to lower grades as provided by RULE 4.6, if it is considered that such an action would be unfair and outside the spirit of the game.
- 2.6. The Management Committee will issue or refuse permits based on the information provided in RULE 2.4. Member Clubs may appeal player permit decisions to the NSW Districts Cricket Association Inc. only if a player is refused entry to play in the NDCA competition.
- 2.7. A registered player shall not – except with the permission of the Management Committee; be eligible to play on a semi-final or final if he has participated in three (3) or more matches in a higher grade during the season.
 - a) Application for permission to be forwarded to the Competition Secretary, supported by batting and bowling statistics; however
 - b) If the player has played in eight (8) or more matches in a grade no lower than his personal grade, or the grade he nominated and was accepted into, he does not need to obtain permission.

- c) If a junior player has played more matches in a higher grade than the grade, he wishes to play a semi-final, or final match in, then this player **MUST** also apply for grading.
 - d) All applications for grading must be received by the Competition Secretary no later than 6:00PM on the Monday immediately following the completion of the last competition round.
- 2.8. A registered player must have played in at least three (3) competition matches for that Club, in order to be eligible to play in the semi-final or final matches. "Played" means the match has commenced and the player has been listed on the team sheet. Any team, which includes a registered player in contravention of this rule, shall lose the match in which the player participates.
- 2.9. A substitute player must be a member of the club for the team they are substituting for. A member includes but is not restricted to a senior or junior registered player; a committee member; a Permanent or Life-Member; or any other person the NDCA Management Committee deems to be a valid member of the club.
- 2.10. Member Clubs with defaulters shall:
- a) Notify NDCA in writing by July 31 each year, as defaulters will not be accepted after this date; and
 - b) Be responsible for notifying the NDCA of the full name, address and the amount of monies owing by each defaulter.
- 2.11. A listed defaulter on the NSW Cricket Association Defaulters List cannot participate in any match until written clearance from the defaulted Club's Management Committee is received by the NDCA. The Member Club playing a defaulter will be subject to penalties – RULE 23 – Fines and Penalties.

3. DISTRICT COMPETITION

- 3.1. The Management Committee shall arrange the nominated teams into grades consisting of six (6) or eight (8) teams – where possible, in each grade. The teams shall be drawn by lot and placed in order according to the draw.
- 3.2. The competition conducted by the NDCA shall be comprised of one (1) day and two (2) day matches, unless otherwise directed by the NDCA Management Committee.
- 3.3. The Management Committee shall endeavour to have six (6) or eight (8) teams in a grade, however, where there is either insufficient or too many entries in a grade, then the Management Committee might need to vary the number of teams in a grade. If a grade has an odd number of teams, then there shall be a Bye.
- 3.4. A team desiring to forfeit a match must notify the Competition Secretary, Secretary or President of the NDCA by 6:00PM on the day prior to the competition round, however:
- a) If a team withdraws from the competition before the first (1st) round, and the NDCA cannot replace that team in the draw, then the position in the draw will be declared as a Bye, and no points will be allocated to those matches.
 - b) If a team withdraws after the commencement of the competition, then all matches thereafter involving the withdrawn team will be considered forfeited, and the opposition will receive maximum points earned for the round in that grade.
 - c) Failure to give the required notice may result in a penalty – RULE 23 – Fines and Penalties.

- d) If the team forfeiting is scheduled to play on a turf wicket, then they are required to pay the turf wicket fees for both teams. Unless the team was scheduled to play and the team so wishing to forfeit playing on turf does so to all turf matches so drawn before the completion of the second (2nd) round, then no such penalties will be incurred.
- 3.5. A team forfeiting two (2) matches during the season may be fined and disqualified for the remainder of the season and will forfeit all rights and privileges of the NDCA unless a satisfactory excuse is forwarded to the Management Committee no later than seven (7) days after the second (2nd) offence.
- 3.6. If a team forfeits any NDCA competition match, then the opponent automatically wins the match. Refer to RULE 19.1 for allocation of competition points.
- 3.7. Seven (7) players of both teams must be present and ready to take the field at the commencement, or recommencement of any NDCA match. A team shall not take the field with less than seven (7) players without the consent of the opposing captain.
- 3.8. If a registered player participates in match three (3) or more grades lower than his official grading, then the Member Club will be subject to a penalty – RULE 23 – Fines and Penalties, except if that player has been either:
- a) Accepted into that grade for the current season as part of the original team nomination under RULE 2.4.
 - b) Given a permit to play in that grade under RULES 2.3 & 2.4 & 2.6.
 - c) Playing in a grade higher than that outlined in RULES 3.8 (a) & (b) unless conditions have been outlined in RULE 2.5. e.g. if a player is graded 2nd grade and has been and has been accepted into or given a permit to play 8th grade, that player can also play in 5th, 6th, or 7th grades.
- 3.9. A registered player who is representing the NDCA, PJCA, CNSW or Penrith Grade Club in an approved representative match, or who is absent due to any emergency or work-related posting, may be replaced on either day of a two (2) day match in which he would have participated. This will allow the player to fulfil his club and/or representative commitments. The replacement can only take place on the day when a representative match is being played, with:
- a) The replacement player assumes the role of the representative player, and has full entitlements to bat, bowl, and field; but
 - b) If the replacement player assumes the role of the representative player who has batted in the current innings, then the replacement is not entitled to bat, in that innings. However, in the case of a second (2nd) innings commencing on the day, the replacement may bat; and
 - c) The opposition is to be informed that a replacement player will be used in the course of the match due to a player on representative commitments.
 - d) The name of the replacement player will be added to the team nomination sheet as soon as it is possible.

- 3.10. If a team does not have the same eleven (11) players available for both days of a two (2) day match; then
- a) Each team will be eligible to nominate up to twelve (12) players for all two (2) day matches throughout the season
 - b) Prior to the coin toss when the captains exchange team nomination forms, the nomination forms may nominate up to twelve (12) players with the eleventh (11th) and twelfth (12th) players being named on the last line together separated by a forward slash

Example: 11. Full Player Name A / Full Player Name B
 - c) In the above example: Player A will participate on the first (1st) day of the two (2) day match, and player B will participate on second (2nd) day of the two (2) day match
 - d) In the event that a player nominated for day one (1) – Player A, is batting at the end of the day's play his innings will be recorded as Retired Out as at the close of play on day one (1). Player B will not be allowed to bat in the same innings as Player A.
 - e) In the event that Player A has bowled an uncompleted over at the close of play on day one (1), any of the day two (2) nominated eleven (11) players can complete the over at the commencement of play on day two (2).
 - f) There are no circumstances where Player A can participate in the match on day two (2) as one (1) of the nominated eleven (11) players. He may act as a substitute only. The same conditions apply to Player B on day one (1) of the match.
 - g) Any player nominated as either Player A or Player B on the team nomination sheet in a two (2) day match will not be permitted to participate in any other match in any other grade within the NDCA competition on the same day. That is Player A can only participate in the one match on day one (2), and Player B can only participate in the same match on day two (2).
 - h) This Rule does not apply to semi-final and final matches.

4. PLAYER GRADING

- 4.1. Each registered player is to be graded individually prior to the commencement of the competition, on their most recent batting and bowling statistics, irrespective of the team's grading.
- 4.2. The Management Committee shall be able to regrade a registered player during the season, if deemed to be necessary or appropriate.
- 4.3. A registered player is to be regraded at the end of the season to a higher/lower grade if he meets either of the following criteria:

Batting

Runs – 250 – 399, average 25 – 39.99 – 1 grade higher
Runs – 400, average 40 or better – 2 grades higher
Runs – 150 or less – 1 grade lower

Bowling

Wickets – 25 – 34, average below 19.99 – 1 grade higher
Wickets – 35 or more, average below 14.99 – 2 grades higher
Wickets – 15 or less – 1 grade lower (Minimum 4 matches)

Note:

A registered player who has played more than four (4) competition rounds, at the end of the season will be graded down one (1) grade if he has score less than one hundred and fifty (150) runs or taken less than fifteen (15) wickets.

- 4.4. A registered player will be graded on his performance in the grade in which he played the most matches. In the event of a player playing the same number of matches in two (2) or more grades, he shall be graded on his performance in the highest grade.
- 4.5. A registered player who is graded higher than he wishes to play must be nominated on the original Team Registration Form prior to team grading. If the Management Committee accepts the team in that grade, the player will be permitted to play in that grade and his grading will be reviewed at the end of the season. An asterisk – “*”, against the player’s name on the annual grading list indicates the lowest that player can play without Management Committee permission. If the Management Committee allows a player to be graded down, that player cannot then play lower than that grade.

Example:

A 2nd Grade graded player nominated for 4th Grade and accepted by the Management Committee cannot play lower than 4th Grade – the 2 grades lower principle does not apply for a downgraded player – so he cannot play 6th Grade.

- 4.6. A registered player may be permitted to play in a lower grade but no more than two (2) grades below their individual grading – such as:
- A 2nd grade player may play no lower than 4th grade
 - A 4th grade player may play no lower than 6th grade
- 4.7. Registered players who have previously been graded, but not played for two (2) or more seasons, shall be regraded one (1) grade lower than their previous grade and then a further grade for each subsequent year. E.g.
- A player two (2) years absent, was graded 2nd grade now regraded to 3rd grade; three (3) years absent – 4th grade; four (4) years absent – 5th grade; and so, on

Note:

The lowest grade you can be graded will be one (1) grade below the lowest grade played for the current season. Players who have missed one (1) season maintain their last grading.

- 4.8. The Competition Secretary may, if unsure of a player’s eligibility, refer the matter to the Management Committee for a decision. In this instance the player may not play until a decision has been made by the Management Committee.
- 4.9. Registered players playing their first (1st) season out of junior competition will not be graded until the end of their first (1st) season playing in the senior competition.
- 4.10. Registered players who are under sixteen (16) years of age as of September 1 in each season cannot be graded when playing in a senior competition.

5. CODE OF CONDUCT

- 5.1. The Code of Conduct applies to:
- a) All registered players, office bearers and members of Member Clubs that participate in or attend any match or event which has been approved and/or organised by the NDCA.
 - b) All officials, office bearers and members of the NDCA and Nepean District Cricket Umpires Association (NDCUA).
- 5.2. The Code of Conduct shall apply to the persons mentioned in RULE 5.1 (a) and (b) above for any period in which the registered player, office bearer and members of Member Clubs are affiliated with the NDCA and NDCUA.
- 5.3. If the “Code” applies to a person, he/she must not:
- a) Assault or attempt to assault an umpire, another registered player, official of the NDCA, or spectator.
 - b) Abuse – either orally or physically, an umpire, another registered player, official of the NDCA, or spectator.
 - c) Engage in any conduct or act, towards an umpire, another registered player, official of the NDCA, or spectator in a manner which offends, insults, humiliates, or vilifies such person based on that person’s sexuality, race, religion, colour, descent, or ethnic origin.
 - d) Dispute – as distinct from question, an umpire’s decision, or react in any provocative or disapproving manner towards an umpire, the umpire’s decision, or generally following an umpire’s decision.
 - e) Use crude and abusive language or engage in any form of conduct detrimental to the spirit of the game, or likely to bring the game into disrepute.
 - f) Use crude or abusive signals or gestures.
 - g) Refuse to give his/her name when requested.
 - h) Consume alcohol at the ground while participating in that match.
- 5.4. The captains are always responsible for ensuring that play is conducted within the Spirit of the Game as well as within the laws – MCC Law 41.1 – Fair & Unfair Play – Responsibility of the Captains. The captain of a team may be held responsible for any breaches of the “Code” by any player in his team and may be reported for failure to control his team.
- 5.5. In any instance where a registered player is found guilty of an offence related to the Code of Conduct and is suspended from participating in any fixture approved by the NDCA, the captain of the team may also receive a suspension equal to half that of the suspended player.
- 5.6. As per MCC Law 41.2 – Fair & Unfair Play – Responsibility of the Umpires; the umpires are the sole judges of fair and unfair play.
- 5.7. The umpires and captains are to concern themselves with the Code of Conduct which is attributable to the teams that are contesting the match – this does not diminish their reporting options available under RULE 5.8.

- 5.8. A breach of the “Code” may be reported by:
- a) Any person defined in RULES 5.1 (a) & (b)
 - b) Any person who sees or hears the conduct that breaches the “Code”.
- 5.9. A breach of the “Code” may be reported to the NDCA Secretary and must be received by the NDCA Secretary within seven (7) days of the scheduled completion of the match in which the breach occurred, or it may be deemed to have lapsed.
- 5.10. The Management Committee may investigate all reports of breaches received within the above timeframe.
- 5.11. If a registered player attempts to participate in a NDCA controlled match while he is under suspension, then the Member Club will be subject to a penalty – RULE 23 – Fines and Penalties.

6. DRESS REGULATIONS

- 6.1. All registered players shall wear an NDCA approved shirt. All registered players in the first three (3) grades shall wear long trousers, either white or cream (or coloured if approved by the Management Committee). In all other grades’ shorts are acceptable and shall be either white or cream. Football or designer shorts shall not be permitted. Shirts and trousers that are not completely white or cream are to be approved by the NDCA prior to their use in matches.
- 6.2. Clothing and footwear may display the brand name and/or logo of the manufacturer.
- 6.3. Coloured shirts and pants may be worn upon written application to the Management Committee and subsequent receipt of written approval by the Management Committee. Any team that has such approval must have all players similarly attired in that approved shirt and/or pants when taking the field. An exception to this rule allows a player to take the field in a non-exact matching shirt as long as the shirt worn is of that club and has an identifiable same club logo.
- 6.4. Footwear in all grades may be multi-coloured, however, the NDCA would prefer predominately white shoes.
- 6.5. Football socks are not to be worn with shorts. If football socks are worn with long white or cream trousers, they must always remain inside the trouser leg.
- 6.6. In competition, semi-final and final matches conducted by the NDCA the officiating umpires – or in their absence the captains, are empowered to determine the correct uniform of the participating players.
- 6.7. Players shall not use metal or synthetic sprigs, spikes or cleats on their footwear in any match played on a synthetic wicket. It is preferable – but not mandatory, for players participating matches played on turf wickets to have at least half their footwear covered in metal or synthetic sprigs, spikes or cleats when batting, bowling or wicket-keeping.
- 6.8. Teams in contravention of RULES 6.1 – 6.7 may lose points in that match or be liable for a fine or suspension.

7. ENDORSEMENT OF SPONSORS

- 7.1. The Management Committee has laid down the following guidelines:
- a) Sponsor's names or emblems may appear on the front of the shirt, on or above both the pocket and on the sleeve.
 - b) Lettering must not be more than fifteen (15) millimetres high.
 - c) Endorsement on the rear of the shirt shall be no bigger than A4 size, and must be endorsed by the Management Committee, or a member of the Management Committee.
 - d) All other intended sponsorship name, emblem or design to be placed on the player's clothing, shall be submitted to the Management Committee for approval prior to usage.

8. CONDITIONS OF PLAY

- 8.1. These Rules apply to all competition, semi-final, and final matches.
- 8.2. All teams must assemble at the ground allocated in the draw, irrespective of the weather conditions, whereupon the captains shall decide on the fitness of the wicket, playing area and weather conditions. Refer to Rule 13.1.
- 8.3. If the Management Committee has declared a wicket or ground unfit for play on day one (1) of a two (2) day match, a semi-final match, or a final match; and an alternative (reserve) ground has been allocated, the match must move to the reserve ground and proceed as a two (2) day match.
- 8.4. A drinks break may be taken midway through each session of play. Additional drinks breaks may be taken under exceptional circumstances, e.g. excessive heat, or mutual consent of the Captains.
- 8.5. A team batting in their first (1st) innings must bat for a minimum of one (1) hour before a declaration can be made. Should the team batting second in the match declare their first innings closed while still behind the opposition's score, the team declaring will be considered all out – that is ten (10) wickets down.
- 8.6. The batting team Captain may declare any innings closed at any time except under the provision of Rule 8.5 above.
- 8.7. A team that leads by seventy-five (75) runs on the first (1st) innings shall have the option of making the opposition team to follow on. This Rule applies to competition two (2) day matches, competition two (2) day matches that have reverted to a one (1) day match, semi-final matches and final matches.
- 8.8. An over shall consist of six (6) legally delivered balls.
- 8.9. Contrary to MCC Law 11.9 – Agreement to forgo intervals; the Captains cannot agree to forgo the tea interval in any NDCA match unless specifically allowed for in these Rules.

9. COMPETITION ONE DAY MATCHES

- 9.1. All competition one (1) day matches shall be a single innings per side match. Therefore, no outright result shall be possible, except when the match – originally scheduled as a two (2) day match, has reverted to a one (1) day match due to no play on day one (1).

- 9.2. In all competition one (1) day matches both teams must be ready to start at the defined time – 1:00PM outside daylight saving time, or 1:30PM – during daylight saving time.
- 9.3. In all competition one (1) day matches both teams must have a minimum of seven (7) players to enable the team to take the field of play. Refer to RULE 3.7.
- 9.4. A team may claim a forfeit when the opposing team is not ready – as defined in RULE 9.3, to take the field 10 minutes after the scheduled, or re-scheduled start time for the innings in which the offending team will be fielding.
- 9.5. In competition one-day matches played prior to daylight saving times, the hours of play shall be from 1:00PM – 5:30PM with a fifteen (15) minute tea break between innings at 3:07PM.
- 9.6. In competition one-day matches played prior to daylight saving times the maximum number of overs per innings is thirty-five (35) overs. A minimum of twenty (20) overs shall constitute a match.
- 9.7. Where a team has not bowled the required number of overs at 3:07PM in competition one-day matches played prior to daylight saving time, the innings shall be declared at the completion of the over in progress at 3:07PM. The side batting second (2nd) shall receive a maximum number of overs equal to what they bowled in the first (1st) innings.
- 9.8. In competition one-day matches played during daylight saving times, the hours of play shall be from 1:30PM – 7:00PM with a twenty (20) minute tea break between innings at 4:05PM.
- 9.9. In competition one-day matches played during daylight saving times the maximum number of overs per innings is forty (40) overs. A minimum of twenty-five (25) overs shall constitute a match.
- 9.10. Where a team has not bowled the required number of overs at 4:05PM in competition one-day matches played during daylight saving time then:
- a) The team will continue to bowl until either the forty (40) overs have been bowled, or the batting side is dismissed. The score for the team batting first (1st) shall be the score recorded at the conclusion of the innings – the fortieth (40th) over, all out, or the innings declared.
 - b) The team batting second (2nd) shall only be entitled to receive the same number of overs as was completed by them, or in-progress at 4:05PM.
 - c) The team with the greater score at the conclusion of both innings shall be declared the winner.
- 9.11. In all competition one-day matches should the match not be concluded – overs bowled, wickets taken, or innings declared, at the scheduled completion time – 5:30PM for matches in non-daylight-saving time, and 7:00PM in daylight saving time, then the match shall be concluded at the completion of the over in-progress at the scheduled time.
- 9.12. Where the team bowling second (2nd) does not bowl the required number of overs, and a tie or win result has not been achieved by either side, both scorebooks shall be submitted to the NDCA for the awarding of points.
- 9.13. Each bowler shall be allowed to bowl a maximum of eight (8) overs with the captain of the batting side, and the scorers having ultimate responsibility to ensure the limit is not exceeded. If a bowler exceeds the limit, he is to be replaced immediately it has been identified, and the remainder of the over in progress will be completed by another bowler who did not bowl all or part thereof of the previous, or subsequent overs. The portion of the over in question completed by a second (2nd) bowler, shall count towards his limit.
- 9.14. When a competition one-day match starts up to two (2) hours late due to weather, fitness of ground, serious injury, or any other wholly acceptable reason, then:

- a) The interval between innings will be reduced to ten (10) minutes, and the available playing time split evenly.
- b) During non-daylight-saving time the team bowling first (1st) must bowl a minimum of twenty (20) overs in the allocated time, provided the batting side's innings is not completed – all out, or the innings is declared.
- c) During daylight saving time the team bowling first (1st) must bowl a minimum of twenty-five (25) overs in the allocated time, provided the batting side's innings is not completed – all out, or the innings is declared.
- d) Should the minimum overs – in either scenario, not be bowled in the available time, provided there has been no additional time lost due to weather, fitness of ground serious injury, or any other acceptable reason, then they shall continue bowling until either the minimum has been bowled, or the innings of the side batting first (1st) has completed – all wickets taken or the innings is declared.
- e) The team batting second (2nd) shall only receive the number of overs completed, plus the over in progress, when the time available for the innings was completed.
- f) The team with the highest score will be declared the winner.

COMPETITION ONE-DAY MATCHES – where one or both teams arrive late

- 9.15. All rules in RULES 9.1 – 9.14 shall apply except for the specific amendments in the following rules.
- 9.16. If 10 minutes after the scheduled starting time for a Competition One-Day Match – 1:00PM in non-daylight-saving time, or 1:30PM in daylight saving time; a team does not have the minimum seven (7) players available and ready to commence play, and the opposing team does not claim a forfeit, and also approves the offending team playing – Refer RULE 3.7; then:
- a) The offending team, if they bat first (1st), shall only bat to the completion of the over in progress at 3:07PM in non-daylight-saving time or thirty-five (35) overs – whichever comes first; or the completion of the over in progress at 4:05PM in daylight saving time or forty (40) overs – whichever comes first.
 - b) The offending team, if they bowl first (1st) shall be compelled to bowl their thirty-five (35) overs in non-daylight-saving time, or forty (40) overs in daylight saving time.
 - c) The offending team, if they bowl first (1st), shall only receive the same number of over bowled, including the over in progress at 3:07PM in non-daylight-saving time, or 4:05PM in daylight saving time.
 - d) The offending team, if they bat first (1st) shall be compelled to bowl the required number of overs in the second (2nd) innings – thirty-five (35) in non-daylight-saving time, or forty (40) overs in daylight-saving time, provided they have not dismissed the batting team, or the batting team captain has not declared the innings.
- 9.17. Where both teams arrive late, then the match shall be played on a split time basis, with the same number of overs being bowled in each innings. The maximum number of overs that can be bowled is thirty-five (35) in non-daylight-saving time, and forty (40) overs in daylight saving time.
- 9.18. In competition One-Day matches where one team is not ready at the scheduled time to start, the length of the interval shall remain unchanged.

- 9.19. In Competition One-Day matches where both teams are not ready at the schedule time to start, the interval shall be fifteen (15) minutes.

10. TWO DAY MATCHES

- 10.1. In matches played prior to daylight savings time, the hours of play shall be from 1:00PM – 5:30PM with a fifteen (15) minutes tea interval due at the completion of the over in progress at 3:07PM unless varied by RULE 10.11 & RULE 10.12
- 10.2. In matches played prior to daylight savings where the team batting first (1st) bats throughout the first (1st) day, shall deem its innings closed at the completion of the over in-progress at 5:30PM; and
- a) During their innings they should have received a minimum sixty (60) overs bowled to them; and
 - b) On the second (2nd) day where there is no interruption to play, the team batting second (2nd) shall only receive the same number of overs as bowled by them
- 10.3. In matches played during daylight savings time, the hours of play shall be from 1:30PM – 6:00PM with a twenty (20) minute tea interval at the completion of the over in-progress at 3:35PM unless varied by RULE 10.11 & RULE 10.12.
- 10.4. In matches played during daylight savings where the team batting first (1st) bats throughout the first (1st) day shall deem its innings closed at the completion of the over in-progress at 6:00PM; and
- a) During their innings they should have received a minimum sixty (60) overs bowled to them; and
 - b) On the second (2nd) day where there is no interruption to play, the team batting second (2nd) shall only receive the same number of overs as bowled by them
- 10.5. In all competition two (2) day matches both teams must have a minimum of seven (7) players to enable the team to take the field of play. Refer to RULE 3.7.
- 10.6. In all competition two (2) day matches both teams must be ready to start at the defined time – 1:00PM outside daylight saving time, or 1:30PM – during daylight saving time on both days of the match.
- 10.7. In all competition two (2) day matches a team may claim a forfeit when the opposing team is not ready – as defined in RULE 10.5, to take the field 10 minutes after the scheduled, or re-scheduled start time for the innings in which the offending team will be fielding.
- 10.8. In all competition two (2) day matches where a team does not bat throughout the first (1st) day and receive sixty (60) overs or more shall:
- a) Still be required to bowl a minimum of sixty (60) overs on the second (2nd) day
- 10.9. In competition two (2) day matches where the team bowling second (2nd) does not bowl their required overs, and a tie or win result has not been achieved by either side, then both scorebooks shall be submitted to the NDCA for the awarding of points.
- 10.10. In competition two (2) day matches an afternoon tea interval shall be taken at the completion of the over in progress at the appointed time; refer – RULE 10.1 & RULE 10.3
- 10.11. In competition two (2) day matches the time for the afternoon tea interval shall be altered if:

- a) At the completion of the over in progress at the appointed time, refer – RULE 10.1 & RULE 10.3; the batting side is nine (9) wickets down. In this scenario the interval shall be delayed for fifteen (15) minutes or the fall of the tenth (10th) wicket.
 - b) If within thirty (30) minutes of the appointed time, refer – RULE 10.1 & RULE 10.3; the players are off the field due to a change of innings, light, weather, fitness of the pitch or ground, or any acceptable reason, then the tea interval shall be taken immediately. It shall be of the defined length.
- 10.12. In competition two (2) day matches there shall be no afternoon tea interval if:
- a) Play does not commence by 2:00PM in non-daylight-saving time, and 2:30PM in daylight-saving time (within one (1) hour of the scheduled time for play to commence)
 - b) There is no play on day one (1) and play does not commence at the scheduled time due to light, fitness of the pitch, ground or weather conditions, serious injury, or any other acceptable reason on day two (2).
- 10.13. Thirty (30) overs per side shall constitute a match, provided either team's innings is not concluded – dismissed or declared, prior to the thirtieth (30th) over.
- 10.14. Where a team does not have eleven players available to bat, if absent players are required to bat, all absent batsmen are to be recorded as Retired Out.
- 10.15. Under no circumstances is play to continue beyond the completion of the over in-progress at the appointed finishing time on either day's play.

COMPETITION TWO-DAY MATCH – no play on day one

- 10.16. In competition two (2) day matches where there has been no play on day one (1), the following shall apply:
- a) RULES 9.1 – 9.12 & 9.14 shall apply
 - b) There shall be no limitation on the number of overs that an individual bowler can deliver
 - c) The match is not limited to a single innings per team, so an outright result is possible

COMPETITION TWO-DAY MATCHES – where one or both teams arrive late

- 10.17. In competition two (2) day matches where the match is delayed in commencing on day one (1) due to one (1) team being unable to participate in the match as stated in RULE 3.7, and the opposing team does not wish to claim a forfeit, the following will apply when the match commences:
- a) RULE 10.12 shall apply to the play on day one (1).
 - b) If the offending team is batting, they shall only be allowed to bat until the close of play on day one (1). The minimum number of overs that they are entitled to receive will be determined by dividing the available playing time by four (4) minutes.
 - c) If the offending team is bowling, and the batting side is not dismissed or declares its innings; the offending team must bowl sixty (60) overs. The offending team will have the remaining playing time – less ten (10) minutes for change of innings, to bat.
 - d) RULE 10.14 shall apply.

- 10.18. In competition two (2) day matches where the match is delayed in commencing on day two (2) due to one (1) team being unable to participate in the match as stated in RULE 3.7, and the opposing team does not wish to claim a forfeit, the following will apply when the match commences:
- a) RULE 10.12 shall apply to the play on day two (2).
 - b) If the offending team is batting, they shall only be allowed to bat until the close of play on day two (2). The minimum number of overs that they are entitled to receive will be determined by dividing the available playing time by four (4) minutes.
 - c) If the offending team is bowling, and the batting side is not dismissed or declares its innings; the minimum number of overs the offending team must bowl in the day's play will be determined by dividing the available playing time by four (4) minutes.
 - d) RULE 10.14 shall apply.
- 10.19. In competition two (2) day matches where the match is delayed in commencing on day one (1) due to both teams being unable to participate in the match as stated in RULE 3.7, the following will apply when the match commences:
- a) Rule 10.12 shall apply to the play on day one (1).
 - b) The available playing time for the match – less ten (10) minutes will be divided equally for each innings.
 - c) The minimum number of overs for each will be determined by dividing the available playing time for each innings – from (b) above, by four (4) minutes.
 - d) RULE 10.14 shall apply.
- 10.20. In competition two (2) day matches where the match is delayed in commencing on day two (2) due to both teams being unable to participate in the match as stated in RULE 3.7, the following will apply when the match commences:
- a) Rule 10.12 shall apply to the play on day two (2).
 - b) If the first (1st) innings is still being played due to loss of play on day one (1), the batting time for each innings will be re-calculated – Half total playing time less ten (10) minutes.
 - c) If the re-calculation in (b) does not allow sufficient time for the minimum number of overs for each innings in the match – refer to RULE 10.13 (based on dividing playing time by four (4) minutes); play can continue if either Captain determines a result is possible.
 - d) RULE 10.14 shall apply.

11. SEMI-FINALS AND FINALS

- 11.1. At the conclusion of the competition rounds, the teams in all grades shall be placed in order according to the number points accumulated during the competition rounds. The four (4) leading teams in each grade shall play semi-final matches, with the winners of the semi-finals playing a final match. Where teams finish level on points at the completion of the competition rounds, final placings shall be determined by the percentage calculation method ((Runs For / Wickets Lost) / (Runs Against / Wickets Taken)). The semi-finals shall be played as follows:
- a) ONE (1) plays FOUR (4) / TWO (2) plays THREE (3)

- 11.2. Any Member Club with outstanding fines, turf fees, or any other debts notified by the NDCA in writing under the NDCA Executive, no later than 6:00PM on the Monday immediately following the final round of the competition.
- 11.3. If a team or teams are disqualified for a breach of RULE 11.2, then said team(s) shall be replaced in the semi-finals by repositioning the qualifying order according to the number of points accumulated during the competition rounds.
- 11.4. In all semi-final and final matches both teams must be ready to start at the defined start-time – 1:30PM.
- 11.5. In semi-final and final matches both teams must have a minimum of seven (7) players to enable the team to take the field of play.
- 11.6. A team may claim a forfeit when the opposing team is not ready – as defined in RULE 11.5, to commence play 10 minutes after the scheduled, or re-scheduled start time for the match.
- 11.7. The hours of play for semi-final and final matches shall be from 1:30PM – 6:00PM with a twenty (20) minute tea interval at the completion of the over in-progress at 3:35PM unless varied by RULES 11.12 & 11.13 & 11.14
- 11.8. The first innings of semi-final and final matches shall consist of a minimum sixty (60) overs per team unless the batting side is dismissed or declares its innings closed prior to that. The interval between innings shall be of ten (10) minutes duration; unless the afternoon tea break applies – refer to RULES 11.12 & 11.13 & 11.14
- 11.9. A minimum of thirty (30) overs shall constitute a match in semi-final and final matches, unless a team is dismissed, or declares its innings closed prior to thirty (30) overs being bowled. If play is limited to the second (2nd) day, then twenty-five (25) overs shall constitute a match.
- 11.10. A team batting throughout the first (1st) day shall deem its innings closed at the completion of the over in-progress at 6:00PM.
- 11.11. Where the batting team batted throughout the first (1st) day, and sixty (60) overs were not bowled, and there was no batting time lost, the team batting second (2nd) shall only receive the same number of overs that they bowled on the first (1st) day.
- 11.12. In semi-final and final matches, a tea interval shall be taken on each day's play, except as otherwise provided herein. The tea interval will be twenty (20) minutes in length and commence at the completion of the over in-progress at 3:35PM; except where RULES 11.13 & 11.14 apply.
- 11.13. There shall be no tea interval if play for that day does not commence before 3:00PM.
- 11.14. In either of the circumstances set out in the following, the commencement of the tea interval shall be varied as prescribed, if:
 - a) At the end of the over in-progress at 3:35PM the batting side is nine (9) wickets down, then play shall continue until the fall of the tenth (10th) wicket or the completion of the over in-progress at 3:50PM, whichever occurs first; or
 - b) An innings ends at or after 3:05PM, then the tea interval shall be taken immediately. It shall be twenty (20) minutes in length, and include the ten (10) minute change of innings break; or
 - c) There is a cessation of play for any reason that causes the players to be off the field at 3:35PM, the tea interval shall commence at 3:35PM, and be of the prescribed length.
- 11.15. In semi-final and final matches there shall be no restriction on the number of overs each bowler may bowl, irrespective of how many days' play occurs.

- 11.16. In semi-final and final matches an outright result is always possible, irrespective of how many days' play occurs.
- 11.17. Loss of playing time on the first (1st) day for a total time exceeding fifteen (15) minutes, for any valid reason – other than starting late due to the side batting first (1st) not being ready at the scheduled start-time entitles:
- The team batting first (1st) to continue batting on the second (2nd) day for half the time lost – less 5 minutes; or the completion of the sixtieth (60) over, whichever occurs first, and
 - There shall be a ten (10) minute interval for the change of innings before the team batting second (2nd) commences their innings. The team batting second (2nd) shall only receive the same number of overs as they had completed.
- 11.18. In the event of the result being a Draw or a Tie – refer to RULE 19.5.

SEMI-FINALS AND FINALS – where there has been no play on the first day

- 11.19. Where there is no play on the first (1st) day, the available playing time on the second (2nd) day will be divided equally between the innings. In these circumstances:
- The hours of play will be the same as a competition one-day match – 1:30PM – 7:00PM with a twenty (20) minute interval at 4:05PM.
 - A maximum of forty (40) overs will be bowled.
 - Twenty-five (25) overs shall constitute a match
- 11.20. The team batting first (1st) shall deem its innings closed at the completion of the fortieth (40) over, at the completion of the over in progress at 4:05PM, or when the innings has been declared by the captain of the team batting first (1st); whichever occurs first.
- 11.21. Where forty (40) overs have not been bowled, the batting side has not been dismissed, or the innings has not been declared, and there was no further interruption to play, the team batting second (2nd) shall only receive the same number of overs as they had bowled at 4:05PM.

SEMI-FINALS AND FINALS – where one or both teams arrive late

- 11.22. In semi-final & final matches where the match is delayed in commencing on day one (1) due to one (1) team being unable to participate in the match as stated in RULE 3.7, and the opposing team does not wish to claim a forfeit, the following will apply when the match commences:
- RULE 11.12 shall apply to the play on day one (1).
 - If the offending team is batting, they shall only be allowed to bat until the close of play on day one (1). The minimum number of overs that they are entitled to receive will be determined by dividing the available playing time by four (4) minutes.
 - If the offending team is bowling, and the batting side is not dismissed or declares its innings; the offending team must bowl sixty (60) overs. The offending team will have the remaining playing time – less ten (10) minutes for change of innings, to bat.
 - RULE 10.14 shall apply.

- 11.23. In semi-final & final matches where the match is delayed in commencing on day two (2) due to one (1) team being unable to participate in the match as stated in RULE 3.7, and the opposing team does not wish to claim a forfeit, the following will apply when the match commences:
- a) RULE 11.12 shall apply to the play on day two (2).
 - b) If the offending team is batting, they shall only be allowed to bat until the close of play on day two (2). The minimum number of overs that they are entitled to receive will be determined by dividing the available playing time by four (4) minutes.
 - c) If the offending team is bowling, and the batting side is not dismissed or declares its innings; the minimum number of overs the offending team must bowl in the day's play will be determined by dividing the available playing time by four (4) minutes.
 - d) RULE 10.14 shall apply.
- 11.24. In semi-final & final matches where the match is delayed in commencing on day one (1) due to both teams being unable to participate in the match as stated in RULE 3.7, the following will apply when the match commences:
- a) Rule 11.12 shall apply to the play on day one (1).
 - b) The available playing time for the match – less ten (10) minutes will be divided equally for each innings.
 - c) The minimum number of overs for each will be determined by dividing the available playing time for each innings – from (b) above, by four (4) minutes.
 - d) RULE 10.14 shall apply.
- 11.25. In semi-final & final matches where the match is delayed in commencing on day two (2) due to both teams being unable to participate in the match as stated in RULE 3.7, the following will apply when the match commences:
- a) Rule 11.12 shall apply to the play on day two (2).
 - b) If the first (1st) innings is still being played due to loss of play on day one (1), the batting time for each innings will be re-calculated – Half total playing time less ten (10) minutes.
 - c) If the re-calculation in (b) does not allow sufficient time for the minimum number of overs for each innings in the match – refer to RULE 11.9 (based on dividing playing time by four (4) minutes); play can continue if either Captain determines a result is possible.
 - d) RULE 10.14 shall apply.

12. GROUNDS AND WICKETS

- 12.1. All wickets and playing areas shall be subject to an inspection by a member of the Management Committee who shall declare a wicket or ground unfit for competition, semi-finals, or finals matches.
- 12.2. On unmarked grounds, the captains shall agree the position of the boundary, ensuring that no sight screen is within the boundary. The boundary shall be marked via a line, a rope, flags, or other markers deemed suitable. Where flags and or markers are used, the boundary shall be deemed to be in a straight line between such flags and markers.

- 12.3. It is the responsibility of all teams to have available for all competition, semi-finals, and finals matches a full set of six (6) stumps, four (4) bails, and a minimum of fifteen (15) boundary markers which may be used by either team to commence or recommence a match. A breach of this rule may result in a fine, or loss of points.
- 12.4. The Management Committee shall, prior to the commencement of each season, appoint one Grounds Manager for the district. The Grounds Manager shall be responsible for advising Member Clubs of all ground closures within the area covered by the NDCA.
- 12.5. No alterations are to be made to wickets or fixtures set down to be played, without the consent of the Competition Secretary, or Grounds Manager. If the Competition Secretary, or Grounds Manager do not permit any alterations or neither is available, then no alteration will be allowed on that day. In competition matches, or semi-finals and finals matches played as one (1) day matches, the result will be deemed a Draw.
- 12.6. Before a match has commenced, or once a match has commenced at an allocated ground, then the transferring of grounds can only be approved by the Competition Secretary and only in extreme circumstance – such as vandalism or double booking. Inclement weather is not an acceptable reason to transfer the match.
- 12.7. Any team which wishes to supply and/or use turf wicket covers in a match are to make the covers available to the NDCA Management Committee or relevant Curator prior to the match, but no later than 6:00PM on the Friday prior to the match; and
- a) The covers are to be used at the Member Club's own cost/labour, and the NDCA Management Committee shall not be responsible for any loss which may occur; and
 - b) The covering of the wickets will be in conjunction with the Curator's preparation demands and/or instructions; and
 - c) The covers are not to be used at any time without hessian underlay being used under the covers.
- 12.8. Where the NDCA provides covers from its own resources, the covers shall be used in the same manner as described in RULE 12.7

13. FITNESS OF THE GROUNDS, WEATHER AND LIGHT

- 13.1. The two (2) captains shall decide as to the fitness of the ground, weather and light for play; however, during the match the batsmen at the wicket may deputise for the batting captain. If the captains – or their deputies disagree on any occasion, then one (1) and only one (1) appeal may be made to the umpire/s – if present, until such time as there is an interval – other than a drinks interval, or cessation of play, that causes the players to leave the field.
- 13.2. Immediately upon the resumption of play after any such interval or cessation of play, the decision as to the fitness of ground, weather and light reverts to the captains.
- 13.3. At the commencement of all sessions of play during the match – including resumptions of play following stoppages in play, the captains will decide on the fitness of ground, weather and light. Where they disagree, and there is an official umpire present, the umpire shall have the power to adjudicate.
- 13.4. Where there is an official umpire present, then he/she shall have the power to stop play due to inclement weather. As per MCC Law 2.8.2 the official umpire can suspend play, or not allow play to commence if he/she believes the conditions are dangerous and unreasonable. A drinks break does not constitute a stoppage in play.

- 13.5. In the event the disagree in-regards to the fitness of ground, weather and light, then the state of play prior to the disagreement shall continue until the captains agree, or the players have reason to leave the field of play for a cessation of play other than a drinks interval.
- 13.6. **LIGHTNING RULE** – Play shall immediately cease if a lightning flash is followed by thunder less than thirty (30) seconds later. Play shall not resume until fifteen (15) minutes after the last such lightning flash / thunderclap combination. This does not constitute a break in play for the purposes of the status quo rules.

NOTE: - The captains can abandon play by mutual agreement, due to the fitness of grounds, weather, light, or any other acceptable reason at any time.

14. EXTREME HEAT POLICY

- 14.1. **Temperature Threshold** – Where a temperature threshold is stated, the following measurement shall apply. The “**Feels Like**” or apparent temperature – considering wind and humidity, from the nearest weather station in degrees from the **Weatherzone App** shall be used. The “**Feels Like**” temperature may vary from the ambient temperature depending upon the level of humidity and wind.
- 14.2. **Smartphone App – Weatherzone**, shall be the official App for the sourcing temperature data. The “**Feels Like**” temperature shall be the official temperature measurement. Smartphone location settings must be enabled.
- 14.3. **Advance cancellation of an entire day’s play** – the NDCA will determine to cancel a day’s play at 4:00PM on the day before scheduled play, if the maximum forecast temperature for the following day at Penrith is 45.0°C or higher. The NDCA will seek to provide Member Clubs with ample advance notice that a cancellation may be imminent. All participant in every match are to strive to maximise opportunities to play.
- 14.4. Playing conditions during hot weather – Where the maximum forecast temperature on the scheduled day’s play exceeds 37.0°C, the NDCA will advise by 4:00PM the previous day, to allow for expected increase in breaks in play, that:
- a) Matches shall be played to time with no amendment to the start and/or finish times unless instructed by the NDCA.
 - b) The number of overs bowled at the scheduled change of innings break shall be the maximum number of overs to be received by the team batting second.
 - c) Where a team is dismissed prior to the scheduled change of innings interval, the innings of the team batting second (2nd) shall be closed either after the completion of the over in progress at the scheduled close of play, the team is dismissed, or the scheduled maximum number of overs for the match have been bowled.
 - d) Prior to the start of play on any match day, the umpire/s and/or the captains shall conduct a heat safety briefing:
 - To determine whether there is a requirement to increase the number and/or duration of drinks intervals
 - To determine whether to extend the interval between innings
 - Captains, by mutual consent, can schedule additional drinks breaks as required
 - Players and umpires may leave the field of play during these intervals

- e) **Cessation of Play** – if the Weatherzone “Feels Like” temperature at the location reaches 43.0°C, play shall cease immediately
 - f) **Resumption of Play** – Play shall resume when the “Feels Like” temperature drops 42.0°C or less.
- 14.5. **Playing conditions where forecast was less than 37.0°C but the actual temperature exceeds 37.0°C on the day** – When on the day prior to play, the maximum forecast temperature for the scheduled day’s play does not exceed 37.0°C, but during the match the observed “Feels Like” temperature exceeds 37.0°C, the umpire/s and or captains shall conduct a heat safety briefing, as soon as practical, and determine a revised schedule for drinks intervals.
- NOTE:** Captains can abandon play by mutual agreement, due to heat-related conditions, at any time.

15. UMPIRES

- 15.1. The NDCA Management Committee will:
- a) Advise the Nepean District Cricket Umpires Association Inc. (NDCUA) of the person elected Chairman of Selectors to officiate at the NDCUA selection meetings. The Chairman of Selectors will have the same voting rights as other members of the selection panel and will have a casting vote in the event of a tie on a voting matter; and
 - b) Set the fees paid to umpires for officiating in NDCA controlled matches.
- 15.2. Official umpires may be appointed by the NDCUA to officiate in competition, semi-finals, and finals matches.
- 15.3. If an official umpire is not present at the specified starting time for the match, then the match shall proceed in accordance with these rules.
- 15.4. Where no official umpire is present, the captains shall agree on the umpires for the match. When there is no agreement – the umpires must be players participating in the match.
- 15.5. If, in the opinion of the captains, owing to the condition of the ground, weather, or light, that it would be impossible to play on that day, and the captains make a declaration to the effect prior to 3:30PM, the official umpire in attendance shall be paid half the nominated fees.
- 15.6. If either captain requests the official umpire to remain at the ground beyond 3:30PM with a view to play taking place, the full umpire’s fee shall be paid. The umpire’s fees incurred shall be the responsibility of the Member Clubs concerned.
- 15.7. The captain of each team is encouraged to complete a Captain’s Match Report on:
- a) The official umpire’s performance, and the performance of the other team’s umpire; and
 - b) The sportsmanship, behaviour and attire of the opposing team; and
 - c) The condition of the pitch and grounds including toilets; and
 - d) Forward the Captain’s Match Report with the Match Result Sheet and Declared Team List to the Competition Secretary by 6:00PM on the Friday following the completion of the round.
- 15.8. Where a team fails to arrive for a scheduled match and where the team did not inform the NDCA, the offending team shall be responsible for the payment of all official umpire/s fees, where applicable, for the day or days concerned.
- 15.9. A non-official umpire can be replaced if the captain of the fielding team makes such a request to the captain of the batting team.

16. LOCAL NO-BALL RULE

- 16.1. If a ball is pitched off the wicket by a bowler in any competition, semi-final or final match played on a non-turf wicket, the umpire shall call and signal No Ball.
- 16.2. A short-pitched delivery that passes or would have passed over the head of the striker standing upright at the popping crease shall be deemed a No Ball (this does not incur a warning).
- 16.3. Any delivery, which passes or would have passed, without pitching, above waist height of the striker at the popping crease, is to be deemed dangerous and unfair, irrespective of whether it is likely to inflict physical injury to the striker. If the bowler bowls such a delivery the umpire shall immediately call and signal No Ball. When the ball is dead, the umpire shall caution the bowler, indicating that this is the first and final warning. The umpire shall inform the other umpire, the captain of the fielding side and the batsmen of what has occurred. This caution shall apply to that bowler throughout the innings.
- 16.4. Should there be any further such delivery by the same bowler in that innings, the umpire shall:
- Call and signal No Ball
 - When the ball is dead, direct the captain of the fielding side to suspend the bowler immediately from bowling
 - Inform the other umpire for the reason of the action
- a) The bowler thus suspended shall not be allowed to bowl again in that innings. If applicable the over shall be completed by another bowler who shall neither have bowled part of the previous over, nor be allowed to bowl any part of the next over. Additionally, the umpire shall report the occurrence to the batsmen, and as soon as practical, to the captain of the batting side.
- b) The umpire – official or a player – shall report the occurrence to the NDCA, who shall take such action as is considered appropriate against the captain, any other individuals concerned and, if appropriate, the team.
- c) This warning sequence is independent of the warning and action sequence in MCC Law 41.6 – Bowling of dangerous and unfair short pitched deliveries.

17. TYPE OF BALL AND USE OF NEW BALL

- 17.1. All first (1st) grade matches are to use an approved four (4) piece ball.
- 17.2. The ball to be used in competition, semi-final, and final matches, dependent on the type of wicket, is to be a two (2) or four (4) piece ball, red in colour and of such quality as approved by the Management Committee, with:
- a) A team which uses a non-approved ball in a competition, semi-final or final match shall lose the match.

Approved Balls	
Two (2) Piece	Four (4) Piece
Kookaburra Tuf Pitch	Kookaburra Regulation
Kookaburra Special Test	Kookaburra Club Match
Kookaburra Red King	Kookaburra Senator
Kookaburra Practice	
Kookaburra Colt	
Kookaburra Jaffer Pink Ball (If both Captains agree). The team supplying the pink balls will get a replacement red ball from the opposition team. NB: Not allowed for 1 st Grade matches	

- 17.3. After two hundred and fifty (250) runs have been scored, or sixty (60) overs have been bowled, whichever occurs first, the fielding team may demand a new ball – except in a scheduled one (1) day match.
- 17.4. MCC Laws of Cricket Law 4.3 – Unless an agreement to the contrary has been made before the match, either captain may demand a new ball at the start of each innings.
- 17.5. No trial ball shall be permitted in competition, semi-final or final matches unless previously approved by the NDCA Management Committee.

18. SCOREBOOKS AND RESULTS

- 18.1. Each team **MUST** use the NDCA approved scorebooks. The NDCA also strongly encourages the use of the Play HQ Live Scoring App to score NDCA fixtures.
- 18.2. During the match, each **batting team** must score their own innings utilising their own scorebook and either the Play HQ Live Scoring App through a compatible device, or the opposition team's scorebook. At least one scorebook **MUST** be used for each innings. All teams may also opt to score via a compatible device, but this must be done “offline” as only one (1) device may score live. There must be two (2) scorers at all times. Where the Play HQ Live Scoring App is used along with an NDCA approved scorebook, each captain must take a photo of the completed innings from the scorebook used, at the completion of the match.
- 18.3. Each team shall, where possible, supply their own scorer and ensure:
 - a) The scorers are seated together, and both scorers keep batting, bowling and fielding analysis.
 - b) The scorers record the score at the end of each over in the space provided from the first over, in all competition, semi-final and final matches.
- 18.4. Official Declared Team Lists **MUST** be completed for each team and include:
 - a) The First Name and Surname of all registered players that will be participating in the match including a 12th player (if applicable) as outlined in RULE 3.10
 - b) The Declared Team List **MUST** be signed by the captain of the participating team.
 - c) There is to be **no exchange of team sheets**. Team sheets are to remain within the scorebook. It is the responsibility of the team captain to take a photo of the opposition team sheet prior to the commencement of play and email it to the Competition Secretary by 6:00PM on the Friday following the completion of the match. For final round and semi-final matches, this must be completed by 6:00PM on the Monday following the completion of the match. Failure to do so may result in fines and penalties – Refer – RULE 23.1 (g) & 23.1 (h).
- 18.5. It is the responsibility of each Member Club to record the batting, bowling and fielding statistics of all registered players for each grade played during the season, on Play HQ, at the end of each match. The opposing club must preferably confirm or dispute the result by Wednesday, but no later than 6:00PM Friday following the completion of the match. For final round and semi-final matches, this must be completed by 6:00PM on the Monday following the completion of the match. Failure to do so may result in fines and penalties – Refer – RULE 23.1 (g) & 23.1 (h).
- 18.6. Failure to comply with RULE 18.4 and RULE 18.5 will result in a fine. Refer – RULE 23 – Fines and Penalties.
- 18.7. Scorebooks can also be called in at any time during the season by the Competition Secretary, President or Secretary for checking.

- 18.8. Before the “Toss” each Captain shall complete his Declared Team List of eleven (11) or twelve (12) – in two (2) days matches as outlined in 3.10 – players with First Name and Surname in the section provided at the back of each scorebook. Team sheets are to remain within the scorebook. Once completed, no alterations shall be made to the list without the consent of the opposing Captain.
- 18.9. Where there are two (2) or more players with the same surname, then the batting, bowling and fielding analysis, and team score sheet shall include the player’s first name. Should players have the same First Name and Surname, then the players concerned shall be identified via their Second Name Initial.
- 18.10. In the event of a dispute as to the scores in the scorebook and/or Play HQ at the conclusion of the match, the umpire – if present; will take charge of all available score sheets and forward them to the Competition Secretary together with his/her comments. Both Captains must submit a report along with the copy of the result sheet.
- 18.11. Any team desiring to play a match under protest must notify the umpire/s, in writing, of their intentions. Once a protest is entered, it cannot be withdrawn. The umpire/s must forward such notification of protest to reach the NDCA Secretary no later than seven (7) days after the completion of the match.
- 18.12. Other than bowling analysis, all information contained in the scorebooks and/or Play HQ shall be used by the Management Committee for the basis of settling disputes.
- 18.13. No Ball and Wide deliveries shall be debited against the bowler in the bowling analysis – as per the MCC Laws of Cricket.
- 18.14. The Management Committee will determine all points allocation, in all cases where a team, or teams fail to log the score from the end of the first (1st) over, and the match result is in dispute.

19. COMPETITION POINTS

- 19.1. Competition points shall be allocated as follows:

Result	Points
Outright win for a team which lead on the first (1 st) innings	10
Outright win for a team which did not lead on the first (1 st) innings	6
First (1 st) innings win	6
First (1 st) innings win and lose outright	4
Draw where no play is possible on both days or on the second (2 nd) day of a two (2) day match or where fifteen (15) minutes or more is lost on the second (2 nd) day of a two (2) day match	3
Draw due to other circumstances	3
Loss on first (1 st) innings	0
Outright loss after being behind on first (1 st) innings	0
Outright win after tie on first (1 st) innings	7
Outright loss after tie on first (1 st) innings	0
Tie on the first (1 st) innings when no outright result occurs	3
Tie on match played out:	
Team leading on first (1 st) innings	7
Team losing on first (1 st) innings	3
Tie on both first (1 st) innings and second (2 nd) innings	5

- 19.2. A team receiving a forfeit shall: unless covered by RULE 3.4 (d)
- Be awarded the maximum number of points gained by any team in that grade for that competition round.
 - The team forfeiting the match shall be penalised – Refer RULE 23 – Fines and Penalties

- 19.3. In the event of two (2) or more teams being on equal competition points at the completion of the competition rounds, then the relative positions shall be determined by team averages obtained in all matches up to and including the last competition round.
- 19.4. For the purposes of ascertaining team averages, the following system shall be used:
- a) The batting average for a team shall be determined by dividing the total number of runs scored by the number of wickets lost.
 - b) The batting average against a team shall be determined by dividing the total number of runs conceded by the number of wickets taken.
 - c) The batting average for shall be divided by the batting average against to determine the team's quotient.
 - d) The team having the higher quotient shall be determined to have better performance.
 - e) In the computation of averages, a team with all available players dismissed in an innings (i.e. all out) shall be determined to have lost ten (10) wickets, irrespective of how many actually batted in the innings.
 - f) In the computation of averages, a team declaring its innings closed shall be deemed to have lost the number of wickets that have actually fallen.
- 19.5. In the event of a draw or a tie being the result in a semi-final or final, the following shall apply:
- a) No play on either day – The highest placed team shall be declared the winner of the match
 - b) No result attained – The highest placed team shall be declared the winner of the match
 - c) Tie on the first (1st) innings, and Draw on second (2nd) innings – The highest placed team shall be declared the winner of the match
 - d) Win on the first (1st) innings, and Draw on second (2nd) innings – The first (1st) innings winner shall be declared the winner of the match
- 19.6. In scheduled competition matches where time has been lost due to light, weather, serious injury, or any other acceptable reason, the following shall apply in determining the result. Where the team batting second (2nd) is not dismissed and has not received the same number of overs or achieved their opponents score – providing the minimum number of overs have been bowled; at the conclusion of the match, a count back shall take place to the point where both teams received an equal number of completed overs. The scores at that point shall be the basis for determining the result.
- 19.7. In matches where no time has been lost due to light, weather, serious injury, or any other acceptable reason, and a result is not determined and the allocated overs were not bowled, then the match result will be determined by the NDCA Management Committee along with the allocation of points awarded for the match.
- 19.8. If a team loses points for not paying a fine on time, or an administrative error – such as listing a name twice on the Declared Team List, the allocation of points for the match will at the discretion of the NDCA Management Committee.

21. PERPETUAL TROPHIES

- 21.1. The winner of each premiership shall receive a trophy and be the holders of the following perpetual trophy for twelve (12) months:
- a) First Grade – Evans Memorial Shield
 - b) Second Grade – Don Reay Memorial Trophy
 - c) Third Grade – W & E Cammock Trophy
 - d) Fourth Grade – Trevor Wholohan Trophy
 - e) Fifth Grade – Darcy Smith Shield
 - f) Sixth Grade – Howell Cup
 - g) Seventh Grade – T. J. Rance Trophy
 - h) Eighth Grade – Nepean Cup
 - i) Ninth Grade – Jim Mason Trophy
 - j) Tenth Grade – Jack Donlan Memorial Trophy
 - k) Eleventh Grade – W. Ball Trophy
 - l) Twelfth Grade – J Maiden Trophy
 - m) NDCA Cricketer of the Year – Jack Rattenbury Trophy
 - n) Club Championship – Ray Jordan Shield
 - o) NDCA Player of the First (1st) Grade Final – Dickie Williams Medal
- 21.2. The Member Club, which is the holder of the perpetual trophy, shall be responsible for the upkeep of the trophy whilst it is in their possession. A Member Club will be liable for the replacement and/or repair of the trophy, should it be lost, stolen or damaged whilst in their possession.
- 21.3. Trophies must be returned to the NDCA Secretary, President or Treasurer prior to the completion of the last competition round. Failure to do so will result in a fine – Refer RULE 23 – Fines and Penalties.
- 21.4. Perpetual Trophies remain the property of the NDCA.

22. DISTRICT AND PLAYER AWARDS

- 22.1. Annual District Awards shall be presented in recognition of a registered player's performance during competition matches for the season. These awards shall be in the following categories:
- a) Batting Aggregate Award for each grade
 - b) Batting Average Award for each grade
 - c) Bowling Aggregate Award for each grade

- d) Bowling Average Award for each grade
- e) Wicket Keeping Award for each grade
- f) District Batting Aggregate Awards for all grades
- g) District Bowling Aggregate Awards for all grades

22.2. A registered player shall be eligible for the annual batting, bowling and wicket keeping awards specified in RULE 21.1 provided that:

- a) The batting, bowling and fielding analysis provided by Member Clubs in accordance with RULE 19.4 is provided correctly.
- b) The minimum criteria for each award as stated in RULES 21.3 – 21.4 have been achieved

22.3. Unless otherwise stated the minimum criteria for all District Awards are:

- a) **Batting Aggregate** – The player must have scored a minimum of two hundred and fifty (250) runs.
- b) **Batting Average** – The player must have had a minimum of eight (8) innings in that grade; and scored a minimum of two hundred and fifty (250) runs at an average of twenty-five (25) or better.
- c) **Bowling Aggregate** – The player has taken a minimum of twenty-five (25) wickets.
- d) **Bowling Average** – The player must have participated in a minimum of eight (8) matches in that grade; and taken a minimum of twenty-five (25) wickets at an average of twenty (20) or less.
- e) **Wicket Keeping** – The player must have taken a minimum of fifteen (15) dismissals – catches and stumpings only.

22.4. Annual Player of the Year Awards shall be presented in recognition of an individual player's outstanding performance during competition and representative matches. These awards shall be for the following categories:

- **Representative Player of the Year Award** – The player must have participated in a minimum of three (3) approved representative matches for the NDCA
- **Annual Player of the Year Award for each grade** – A registered player must have played in a minimum of eight (8) matches in that grade.

22.5. All player awards will be calculated using the formula below by the Management Committee from the information recorded on Play HQ, excepting Representative Awards where scorebook analysis will be used. Players must meet the criteria as listed in RULES 21.3 & 21.4 to be eligible.

Formula:

- a) 1 point for each run credited to the batsman
- b) 15 points for each wicket credited to the bowler
- c) 10 points for each dismissal credited to a fieldsman including the wicket-keeper

- 22.7. A registered player shall be deemed ineligible to receive an award – as specified in RULES 21.1 – 21.4, in any season where one or more of the following events occur:
- a) The player is found guilty of breaching the NDCA Code of Conduct and suspended by the NDCA Disciplinary Tribunal.
 - b) The player fails or refuses to attend a hearing of the NDCA Disciplinary Tribunal for which they have been requested to attend, and are suspended until they appear before such a hearing

23. CLUB CHAMPIONSHIP

- 23.1. An annual Club Championship shall be awarded at the end of each season.
- 23.2. The award shall be based on the following formula:
- a) A Member Club must have a minimum of four (4) teams participating in the NDCA competition in order to eligible for the Club Championship Award.
 - b) The number of competition points which each team accumulates during the course of competition matches shall be totalled.
 - c) Where grades have a bye from the start of the competition season, the teams with a bye are to receive the maximum points for that round, as their allocated points for the round.
 - d) A weighting shall be added to each grade at the rate of an additional 5% for each grade. (If 10th grade was the lowest grade, they would receive no weighting. However, 9th grade would receive a weighting of 5%, 8th grade 10%, and so on with 1st grade receiving a weighting of 45%).
 - e) The total points accumulated by the Member Club shall be divided by the number of teams the Member Club has participating in the NDCA competition.
 - f) The Member Club with the highest average number of points per team shall be awarded the Club Championship Award for that season.

24. FINES AND PENALTIES

- 24.1. Fines and penalties shall apply to the following breaches of the NDCA Competition Rules:
- a) Playing an unregistered player – Loss of 12 points.
 - b) Playing an ineligible player – Loss of 12 points. An ineligible player is a player playing outside of his allocated grading.
 - c) Playing a suspended player – Loss of 18 points, the opposition wins the match, and the captain receives and automatic one (1) match suspension.
 - d) Playing a player under an assumed name – Loss of 18 points and a fine of \$100.00, the opposition wins the match and the captain receives and automatic three (3) match suspension.
 - e) Administrative breaches relating to Declared Team Lists – Fine of \$25.00. Multiple breaches will be reviewed by the NDCA Management Committee; fines and/or loss of points may be imposed.

- f) Forfeiting a match with insufficient notice as determined by the NDCA Competition Rules – unless forfeited under RULE 3.4 (d) – Loss of 6 points and a fine of \$50.00, the opposing team will be credited with ten (10) wickets and two hundred (200) runs.
- g) Late lodgement of Match Results including full scorecard details – Loss of 0.5 points.
- h) Late lodgement of Declared Team List – Loss of 0.5 points.
- i) Late return of NDCA perpetual trophy – Fine \$100.00.
- j) Outstanding debts after the third (3rd) Monday in April – Loss of 12 points for each team nominated by the Member Club in the next season.
- k) Other fines may be imposed at the discretion of the Management Committee, Disciplinary Tribunal or Appeals Committee, for breaches of the NDCA Constitution or NDCA Competition Rules.

24.2. All fines must be paid to the Competition Secretary by the 6:00PM of the date nominated in the Notice of Fine notice.

24.3. The Competition Secretary must be notified, within seven (7) days of the date listed on the Notice of Fine advise, of the Member Club's decision to accept or appeal the fine and/or penalty.

25. BRITISH STANDARD HELMET COMPLIANCE

25.1. The NDCA strongly recommends that Clubs take all practical steps to adopt the ICC directive that all players wear British Standard 7928:2013 compliant helmets when batting, wicket-keeping up to the stumps and fielding within 7 metres of the bat and in front of the Popping Crease at the Striker's End only.

26. ADJUSTED TOTALS DUE TO TIME LOST BECAUSE OF WEATHER – THE DUCKWORTH LEWIS METHOD (DL METHOD)

26.1. The NDCA is using the Duckworth Lewis Method (DL Method) of run chase target calculations in **one day matches only** (competition and finals). This section is to be read in conjunction with SECTIONS NINE (9) and ELEVEN (11).

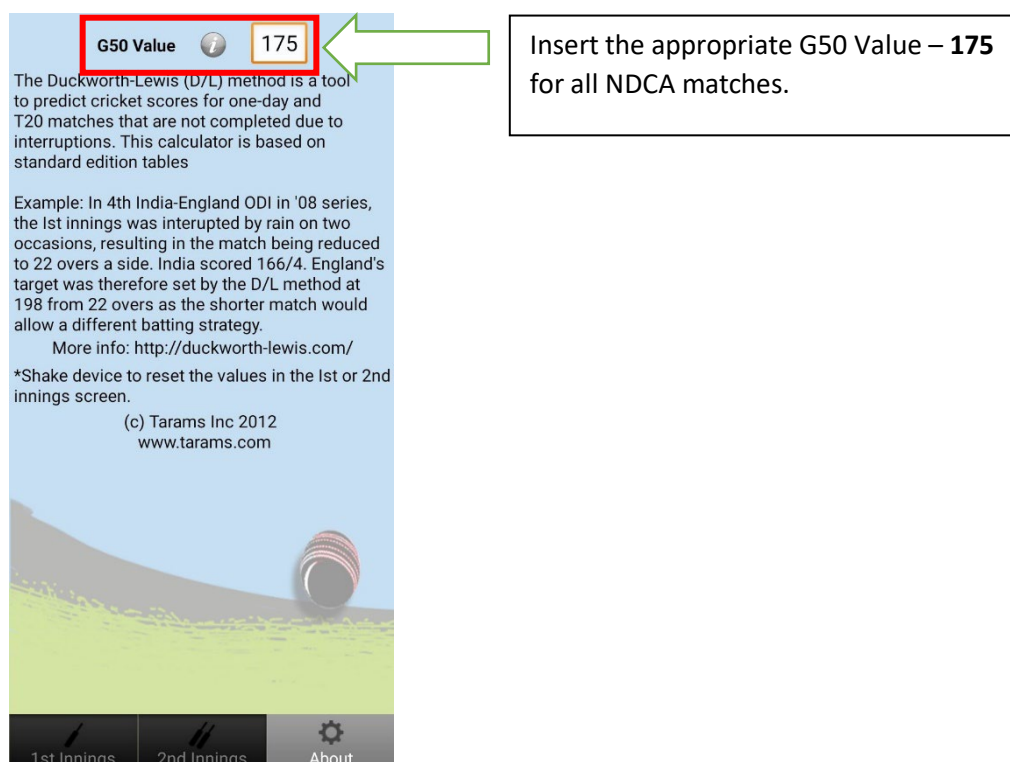
26.2. In matches where overs are needed to be reduced due to adverse or extreme weather conditions, such as rain and/or heat delays, the DL Method will be used to calculate new and/or revised totals.

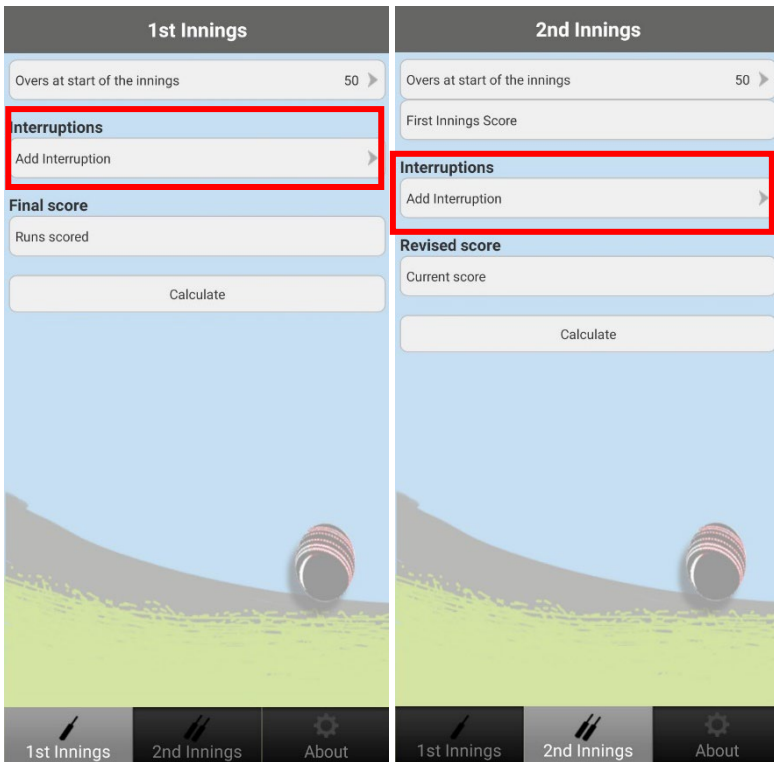
26.3. The DL Method will not be used in circumstances where teams are slow in completing the required overs. A break in play during the match, due to adverse or extreme weather conditions, will see the DL Method used on resumption of play.

26.4. Where there is play lost in either innings after a match has commenced, there will be the requirement for either or both teams to have an adjusted total. To win the match, the team batting second must exceed the adjusted (PAR score) total they are chasing, by at least one run as calculated by the DL Method, explained below.

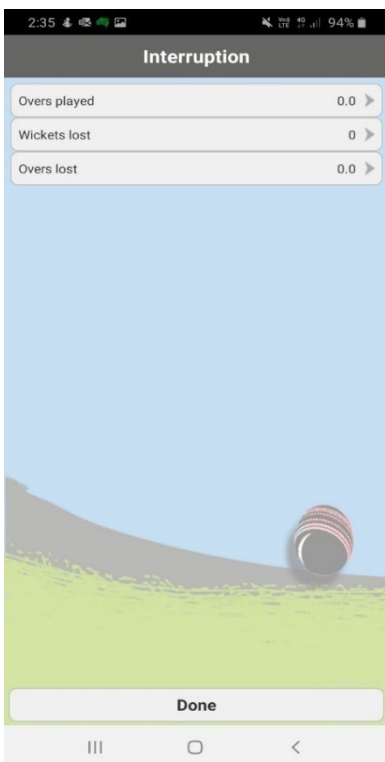
26.5. The adjusted total shall be calculated by using the Tarams Inc Duckworth Lewis application. This application is available free for both Android and Apple operating systems, and all teams and umpires will need to download the application on their phones or other mobile device and have it available at each match.

- 26.6. This application shall be used when there is loss of play in either or both team innings. The Tarams Inc Duckworth Lewis application is the only Duckworth Lewis application to be used in the NDCA competition. The overs at the start of each innings **must be set to 40 overs** not 50 as is the default setting on the application. You **must also set the G50 value to 175**. This is completed in the 'About' section of the application. These steps are explained below.
- 26.7. The NDCA management committee asks that all clubs download one of the following DL Method applications to ensure that all clubs are using the same application:
- Apple devices - <https://apps.apple.com/au/app/duckworth-lewis-calculator/id525417125>
 - Android devices - <https://play.google.com/store/apps/details?id=com.tarams.android.duckworthlewis&hl=en>
- 26.8. If the team batting second has or will not have the opportunity to complete the agreed number of overs due to weather or other delays, and has neither been all out, nor has passed its opponent's completed score, the Target Score shall be adjusted using the DL Method as calculated by the Tarams Inc Duckworth Lewis application.
- 26.9. It will be the responsibility of the designated home team to ensure that a suitable device, mobile or tablet, is available to enable the confirmation of the adjusted total.
- 26.10. Any disputes that arise will be referred to the NDCA Management Committee and will take the NDCA Competition Rules into account in making a decision on the outcome of the match.
- 26.11. How to use the App:
- a) Open App and move through the App to the ABOUT screen.
 - b) Enter the appropriate G50 Value for the match – **175** for all NDCA matches.
 - c) Enter details as prompted for each and any interruption. This is shown in the screen shots below.
 - d) Calculate new TARGET SCORE once all interruption details have been added.





Add the interruptions by clicking on the 'Add Interruptions' Tab shown on the left. Make sure you add the interruption to the right innings!



The Screenshot on the left shows the options for entry for an interruption. Make sure these are entered correctly as an incorrect entry will give an incorrect target score!

Note: Rules last amended by the NDCA Management Committee on Monday 4 September 2023.